

START CURRENT

WEAPON SKILL
8


BOW SKILL
4

STRENGTH
5

TOUGHNESS
6

NAME:

RACE: ELF WARDANCER



START CURRENT

SPEED
10

BRAVERY
8

INTELLIGENCE
7

FATE
1

WOUNDS
4

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	SWORD	N/A	3	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START CURRENT

WEAPON SKILL
8


BOW SKILL
7

STRENGTH
6

TOUGHNESS
7

NAME:

RACE: HUMAN CAPTAIN



START CURRENT

SPEED
6

BRAVERY
8

INTELLIGENCE
7

FATE
1

WOUNDS
4

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	SWORD	N/A	4	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	CHAIN MAIL	-1	+2	-2
	SHIELD	-1	+1	0
	TOTAL	-2	+3	-2

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START CURRENT

WEAPON SKILL
4


BOW SKILL
5

STRENGTH
4

TOUGHNESS
4

NAME:

RACE: WIZARD'S APPRENTICE



START CURRENT

SPEED
8

BRAVERY
7

INTELLIGENCE
8

FATE
1

WOUNDS
3

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	DAGGER	N/A	1	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
SPELL BOOK - 1 SPELL
1 SPELL COMPONENT

START CURRENT

WEAPON SKILL
8


BOW SKILL
5

STRENGTH
6

TOUGHNESS
7

NAME:

RACE: DWARF TROLL SLAYER



START CURRENT

SPEED
5

BRAVERY
10

INTELLIGENCE
6

FATE
1

WOUNDS
4

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	2-HANDED AXE	N/A	5	1-2	11-12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	LEATHER	-1	+1	-1
	TOTAL	-1	+1	-1

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

ADVANCED HEROQUEST™

HENCHMEN

New Henchmen rules for Captains, Sergeants, Elf Wardancers, Dwarf Troll Slayers and Wizard's Apprentices

By Graeme Davis, Robin Dews & Carl Sargent

The rules here expand on and clarify those in the *Advanced Heroquest* rulebook. There are some changed rules, though, and they should be carefully read by the GM. They introduce new types of Henchmen for the Elf, Dwarf, and Wizard and also introduce the Captain, a very strong warrior who is the ultimate fighting Henchman.

We've also included character sheets for all of these new kinds of Henchmen.

As the *Advanced Heroquest* rulebook explains, Henchmen are adventurers who hear of the exploits of the Heroes and are willing to join with them. They may do so because they seek glory and fame themselves, or simply because it sounds like a well-paid job (even if rather dangerous). There are two ways for Heroes to gain the services of Henchmen. They can recruit them as hired help, or they may attract them as followers.

HIRED HENCHMEN

Only one type of hired Henchman is allowed for any Hero. This is the Human Man-at-Arms. This changes the previous rule from the *Advanced Heroquest* rulebook; Human Sergeants *cannot* now be obtained simply as hired Henchmen.

Any Hero can acquire a Human Man-at-Arms as a hired Henchman, providing he has the funds to pay for him. A Man-at-Arms must be paid 50 gold crowns per expedition (in advance). Men-at-Arms always make Wills, and leave their money and equipment to people other than the Heroes! They do not receive a share of any treasure gained during expeditions, since their fee is their reward. Hired Henchmen do not need any payment between expeditions. A Hero may have as many Men-at-Arms as he can afford to pay.

In addition, each time the Hero gains a Fate Point, one Man-at-Arms will arrive between expeditions to offer his services. These Men-at-Arms offer their



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services more cheaply (for 35 gold crowns) than standard Henchmen. The Hero doesn't have to accept a Man-at-Arms as a Henchman when one arrives in this way, but if he declines the offer he doesn't get another chance until he gains another Fate Point (although he can still hire additional Men at Arms in the normal way for 50 GCs each.)

Men-at-Arms are rather ordinary fighters, and they cannot have their Fate Points or characteristics increased by expenditure on the part of the Hero employing them (see the Costs Table on page 37 of the *Advanced Heroquest* rulebook). All other Henchmen can be improved in either of these ways however, but the Heroes have to pay for this! Lastly, only Hired Henchmen are affected by **Henchman Retires** and **Risk Money** from the Random Events Table (*Advanced Heroquest* rulebook, page 36).

SERGEANTS

Sergeants are superior fighters who will only offer paid service to Heroes of definite renown. Any Hero may hire a Sergeant, but that Hero *must* have gained at least 1 Fate Point during his adventures before a Sergeant will offer service. This changes the previous rule and Sergeants *cannot* now be obtained by "swapping" for two Men-at-Arms (*Advanced Heroquest* rulebook, page 38).

Sergeants cost 75 gold crowns per expedition. This must be paid in advance. Sergeants, like any

Henchmen, make Wills before their expeditions and do not leave any of their money or equipment to the Heroes who employ them!

CAPTAINS

Captains are very capable fighters and almost heroes in their own right. Captains will only offer their services to human Warriors, since their pride will only allow them to serve a Hero who they consider to be more skilled than themselves in the arts of combat. Captains will never act as hired Henchmen, and although they require some payment for their services, they cannot be hired. A Warrior may never have more than one Captain in his service at any one time.

A Captain will arrive to offer his services to any Warrior who he has acquired 3 Fate Points as a result of his adventures. If the Warrior declines this offer of service, the Captain will go off in search of a more heroic companion, and the Hero will be unable to find another until he has gained 2 further Fate Points. A Captain must be paid 50 gold crowns per expedition, and like other Henchmen, Captains leave their monies and equipment to people other than the heroes in their Wills. Further, the Warrior must purchase at least 25 gold crowns worth of new equipment for his Captain between each expedition (or spend more than this in increasing a characteristic score for the Captain, etc.).

ELF WARDANCERS

Wardancers are unique form of warrior-troubadour. with a rare range of skills. They are acrobatic, athletic fighters who spend their lives in training and meditation in order to keep their bodies supple and their reflexes sharp. As a result, they fight at close quarters with astonishing speed, grace, and deadliness. They are gifted experts with close combat weapons, but a side effect of this specialisation, is that their use of ranged weapons is poor. Wardancers will only ever offer their services as a Henchmen to Elf Heroes and although they do require a living allowance from their Hero master, they will never serve merely as hired Henchmen. An Elf Hero may never have more than one Wardancer in his service at any one time.

A Wardancer will arrive to offer his services to an Elf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Elf Hero declines this offer of service, the Wardancer departs, and the Hero cannot find another until he has gained 2 further Fate Points. An Elven Wardancer must be paid an allowance of 50 gold crowns per expedition, and Wardancers never



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leave their money or equipment to Heroes in their wills. It is possible for an Elf Wizard to have an Elf Wardancer as a Henchman, but he cannot also have a Wizard's Apprentice at the same time.

SPECIAL RULES FOR WARDANCERS

Elf Wardancers are highly unusual, and a number of special combat and movement rules apply to them.

Armour

Wardancers may only wear leather armour, but can do so with no reduction to their *Speed* characteristic, due to their suppleness and agility.

Flying Leap

Wardancers may use their acrobatic skill to leap over a single Monster or Hero. Make a *Speed Test*, by rolling a D12 against the Wardancer's *Speed* characteristic. If the player rolls less than or equal to the Wardancer's *Speed*, then move the Wardancer to the square directly opposite the one from which it began its leap. A Wardancer making a flying leap ignores all of the restrictions for moving through *Death Zones*. A flying leap may be combined with a normal move, but not with a *run*, and only one Flying Leap may be attempted each round. If the model making the flying leap fails the *Speed Test* then this is treated as a stumble and the model must cease moving immediately. A Wardancer may not make a flying leap over a model standing in a doorway or over a *Large Monster*.

If a Wardancer attempts a normal *Heroic Leap* over a Chasm or Pit Trap etc, then you should make the *Speed Test* with a -2 modification to the dice roll to reflect the Wardancer's great agility.

SPECIAL ATTACK MODES

Once engaged in hand-to-hand combat, Wardancers may attack using a number of special attack modes. The controlling player must declare the attack mode before any combat dice are rolled.

Concentrated Attack

The Wardancer uses all of its training and skill to penetrate the monster's defence. The model may attack with +2 on its hit roll.

Transfix

After the first round of combat with a single model, the Wardancer may use a combination of mystic dance and song to *Transfix* their opponent. The monster must make an *Intelligence Test*. If the monster fails, then the Wardancer's rolls to both hit and wound are at +1 and the monster's to hit rolls only are at -1. If the monster manages to hit

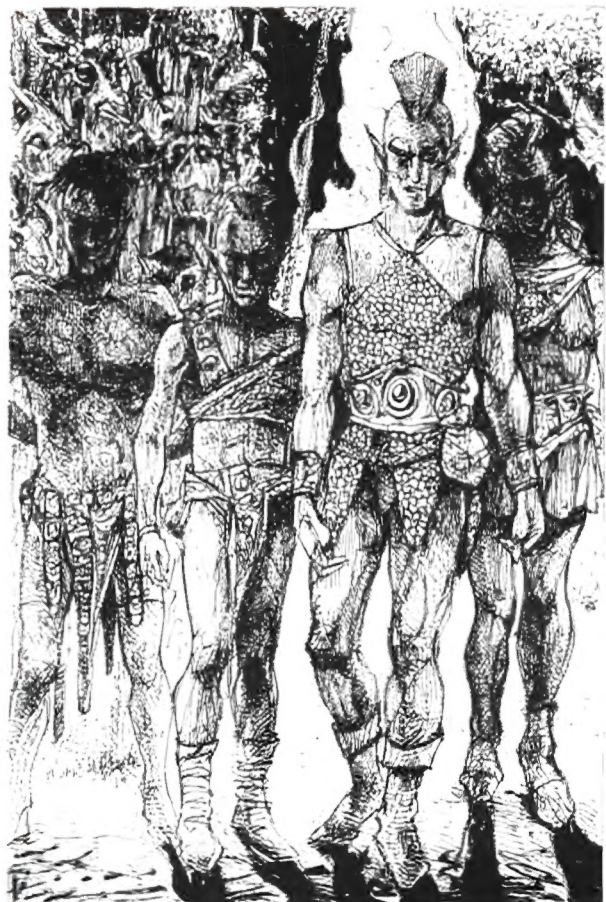
the Wardancer then wounds are rolled normally. The effects of *Transfix* last for one combat round, although there is nothing to stop the model from attempting the same attack mode in the next round. If the monster passes the *Intelligence Test* then the *Transfix* fails and the attack is treated as normal.

Whirling Death

The Wardancer enters into a frenzy of bloodlust and may strike with 2 attacks in the same way as a *Berserker* (see the *Advanced Heroquest* rulebook page 40). Unlike a *Berserk Monster*, a Wardancer using Whirling Death is never caught off balance and the Wardancer's weapon skill is treated as normal when his opponents work out their hit rolls. Once this attack mode has been selected, the Wardancer must continue to assault the same model, until the monster is either dead or has run away. As soon as this has happened, the Wardancer can choose to continue with the Whirling Death attack against a new opponent, or revert to normal and choose a new attack mode.

Taunt

The Wardancer gestures, threatens, shouts insults and so outrages a specific model that it becomes compelled to attack him. Make an *Intelligence Test* for the monster. If it fails, then the monster is compelled to move towards the Wardancer in its own turn in an attempt to engage in close combat.



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Normal Attack

The Wardancer attacks as a normal Hero with no special modifications.

DWARF TROLL SLAYERS

Troll Slayers are among the most fearsome fighters of the Dwarf race. Troll Slayers are young Dwarfs who been disgraced, crossed in love or in some other way humiliated. They will never discuss their dark secret - about which it is neither polite nor wise to enquire - but will attempt to atone for their past by seeking the path of the Troll Slayer and dedicating their lives to searching out and confronting danger. Shaven-headed, tattooed, and fearless in the fight, Troll Slayers have an utter disdain for ranged weapons, preferring the joys of cleaving with a double-handed axe. Despite their name, Dwarf Troll Slayers are happy to wade into just about any enemy they can find- they hate Trolls especially, but in their pursuit of atonement through death they will risk their lives by fighting more or less anything. Due to the racial bond between them, they will only offer their service as Henchmen to Dwarf Heroes. Although they require a subsistence payment from their master, Troll Slayers never serve as paid Henchmen and thus can never be hired. A Dwarf Hero may never have more than one Troll Slayer in his service at any one time.

A Troll Slayer will arrive to offer his services to a Dwarf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Hero

declines this offer of service, the Troll Slayer will add this further insult to his catalogue of suffering, pick up his axe and head off once more in search of his destiny. The Hero will be unable to recruit another Troll Slayer until he has gained 2 further Fate Points. A Dwarf Troll Slayer must be paid 50 gold crowns per expedition, and Troll Slayers do not leave their money or equipment to Heroes in their wills.

SPECIAL RULES FOR TROLL SLAYERS

Troll Slayers have their own peculiar codes of conduct and combat and the following special rules apply to them.

- Because of their peculiar attitude to danger, Troll Slayers never use shields, and they will not wear plate or mithril armour even if magical.
- Troll slayers never use ranged weapons.
- A Troll slayer may go berserk in combat if he wishes, just as a *Berserk Monster*. If confronted by a Troll, the Troll Slayer automatically goes berserk and must attack the Troll, irrespective of whatever other creatures may be present, the hazards which may be in the way (unless it's absolutely impossible to get at the Troll!) and of course his own safety.

THE WIZARD'S APPRENTICE

The Wizard's Apprentice is a most unusual Henchman and several unique rules apply to him. Apprentices will only offer their services as Henchmen to Wizard Heroes for the obvious reason that they come to study and learn from their new master. Although they can never be merely hired, Apprentices do require payment in kind, in exchange for their devotion to their master.

A Wizard's Apprentice will arrive to offer his services to a Wizard Hero, when that Hero has acquired 2 Fate Points as a result of his adventures. If the Wizard declines this offer of service, then the Apprentice will go off in search of a more agreeable master, and the Wizard will be unable to find another until he has gained 2 further Fate Points. A Wizard cannot have more than one Apprentice at any one time.

Elf and Dwarf Wizards will find that their Apprentices are of their own race (this is always true; they have no choice). The profile for these rare Apprentices differs from those for a human Wizard's Apprentice. For an Elf Wizard's Apprentice, add +1 to Intelligence and subtract -1 from Strength from the Wizard's Apprentice profile. For the Dwarf Wizard's Apprentice, the poor thing starts off not knowing any spells at all!



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The first spell can be taught to him at normal cost by his master, but after that time all the standard rules for cost of spell teaching and Intelligence tests for Dwarf Wizards apply to the Dwarf Wizard's Apprentice as well (see *Advanced Heroquest* rulebook, page 43).

As we have said, Wizard's Apprentices do not require payment as such. Instead, they seek to learn from their masters. Between each expedition, the Apprentice must be taught one new spell, or have a characteristic improved by one point, or be given a Magic Treasure acquired during the expedition. If at least one of these conditions is not fulfilled, then the Apprentice will pack his bags and leave in order to seek a Wizard who can afford to encourage and support his protégé's studies.

SPECIAL RULES FOR WIZARD'S APPRENTICES

Wizard's Apprentices are subject to the same restrictions that apply to Wizards. They cannot wear armour, they cannot use any weapon larger than a dagger, and so on.

A Wizard's Apprentice begins his career knowing only one spell. This is always a spell from the same College of Magic as his Master - the Apprentice is of course a student of the same College. The Wizard Player can choose which spell his Apprentice knows, but it must be one of the four spells that the Wizard himself knew when he first began his life as a Hero. The Apprentice can be taught new spells by his master at half the usual cost (round any fractions of gold crowns up). Costs for spell teaching for Bright Wizard spells are listed on page 37 of the *Advanced Heroquest* rulebook. The Apprentice is an eager student, he learns quickly, and the Wizard isn't trying to make a profit! However, the Wizard can only teach the Apprentice spells that he, the Wizard, already knows, and the Apprentice must be taught the first four spells of the College (the ones the Wizard began with) before he can learn any others. The Wizard must also buy all his Apprentice's spell components for him.

A Wizard can also improve the characteristic scores of his Apprentice. This can be done, once again, at half the usual cost- the Wizard needs to spend only 100 gold crowns to improve one characteristic score of his Apprentice by 1 point. However, the Wizard can never teach his Apprentice to have a characteristic score superior to his own. So, a Wizard with *Intelligence* 9 who has an Apprentice with *Intelligence* 7 can teach him to improve his *Intelligence* by up to 2 points, but no further (unless the Wizard improves his own *Intelligence* score first).



Wizard's Apprentices can use all magic items which Wizards can use. If the description of a Magic Treasure says that it can (only be) used by a Wizard, an Apprentice can use it also.

DEAD HENCHMEN AND DEAD HEROES

Unlike the Men-at-Arms and Sergeants, who merely enter the paid service of a Hero, there is an important bond of fellowship between a Captain, Wardancer, Troll Slayer or Apprentice and their respective masters. If the Henchman is killed (and not magically returned to life), the Hero has failed in his duty of comradeship-in-arms with this loyal and brave fighter and as a result must lose 1 Fate Point to reflect this ill-fortune. This Fate Point must immediately be removed from both the Start and Current boxes on the *Hero Characteristic Sheet*. Fate Points lost through the death of a trusted Henchman can be regained either by spending Gold Crowns in between adventures or through further heroic actions in the usual way.

If a Hero dies and is not returned to life, his Henchmen will always leave. Disillusioned and overcome with grief the Henchman will pack his bags and go off in search of new opportunities for fame and adventure.

A replacement Hero cannot keep the Henchmen his predecessor had.